

Old Monsters as New Races

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 2

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INTRODUCTION

This supplement provides information for adding race options to the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Part I: COMBINATION CLASSES

Recapping and extrapolating upon the core rules, to become a member of a combination class, a character must meet the requirements of both classes. Combination class characters use the best attack bonus and the best saving throw values of their original two classes.

When allowed by the Game Master, certain optional subclasses might be allowed as a component of the combination class. The Game Master may allow or disallow any particular combination class option based upon the race involved, campaign circumstances, or other factors. As always, the GM is the ultimate judge on this.

Fighter/Magic-User: These characters may both fight and cast magic spells. Some races retain armor use in varying degrees such as Elves having the ability to utilize any armor and still cast spells. A Fighter/Magic-User must gain experience equal to the combined requirements of both base classes. Fighter/Magic-Users roll six-sided dice (d6) for hit points.

Cleric/Magic-User: These rare characters combine the features of divine and arcane spell casters. Humanoid races often call these practitioners Witch Doctors, while other more civilized races often call them Theurgists. Generally, Cleric/Magic-Users do not have the ability to cast arcane spells in armor. Some races retain armor use in varying degrees such as Elves having the ability to utilize any armor and still cast spells. Cleric/Magic-Users must abide by the weapon restrictions of the Cleric class. Cleric/Magic-Users must gain experience equal to the combined requirements of both base classes, but get to roll six-sided dice (d6) for hit points.

Magic-User/Thief: A Magic-User/Thief may cast spells while wearing leather armor, and may use any weapon allowed to the Thief. A Magic-User/Thief must gain experience equal to the combined requirements of both base classes. These characters roll four-sided dice (d4) for hit points.

Part 2: MONSTERS AS RACES

Bugbear

Description: Bugbears look like huge, hairy goblins, standing about 6 feet tall. Their eyes are usually a dark brown color and they move very quietly. They are wild and relatively fearless, and bully smaller humanoids whenever possible.

Restrictions: A Bugbear may become a Fighter, Cleric, or Thief. Bugbear Clerics are called Shamans. When permitted by the Game Master, Bugbears may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. A Bugbear character must have minimum Strength score of 13 and Dexterity score of 9. Bugbears are limited to a maximum of 15 in both Intelligence and Charisma.

Special Abilities: Bugbears prefer to ambush opponents if they can. When hunting, they often send scouts ahead of the main group. Bugbear attacks are coordinated, and their tactics are sound if not brilliant. They are able to move in nearly complete silence, surprising opponents on 1-3 on 1d6. Like most dark dwelling races, Bugbears have Darkvision out to 60 feet.

Thief Ability Adjustments: Bugbear Thieves have a +20% bonus to Move Silently and despite their size get a bonus of +10% on Hide checks.

Saving Throws: Bugbears gain no special bonuses to their saving throw rolls.

Initial Levels: Bugbears begin play at negative 3000 experience points with 1d8 for hit points and an attack bonus of +1, but they do not have any stealth bonus (not learned yet). When they achieve -1500 experience points they get another 1d8 hit points and another point of attack bonus (+2 total). While in this immature state they can only utilize leather armor and make saves as 1st level fighters. Upon achieving zero experience points, they must choose their career path (class) as a first level

character and begin to abide by various class based restrictions. They roll using their new class-based hit die but retain previous hit points and attack bonuses (+2 bonus is added to attack bonus). At this point they have learned to be stealthy as well. When subjected to spells or effects where level or hit dice is a consideration, add two to their effective level.

Thus, a Bugbear with his first class level has 2d8 hit points and +2 Attack Bonus in addition to that granted by his chosen class. He is equivalent to a 3rd level character.

Caveman

Description: Cavemen are a species closely related to humans; they are shorter and stockier, and much more heavily muscled. They do not all actually live in caves. Whether they are actually less intelligent than “normal” humans or not is a matter of debate, but it is true that they do not have the facility for language that other human, demi-human and humanoid races have. However, they do seem to be able to communicate basic information amongst themselves through complex grunts and vocalizations not too unlike what one might hear from the great apes.

Restrictions: A Caveman may become a Fighter, Cleric, or Thief. Caveman Clerics are called Shamans by other races, although such spell casters vocalize their spells in peculiar ways that are unrecognizable by other races. Cavemen are wise in the ways of nature, and when permitted by the Game Master, Cavemen may be allowed to advance in certain optional classes, especially those associated with nature. Likewise, a Game Master may exclude certain choices. A Caveman character must have minimum Strength score of 13 and scores of 9 in both Dexterity and Constitution. Cavemen are limited to a maximum of 15 in both Intelligence and Charisma, generally accounting to their lack of ability to communicate or understand advanced concepts. A Caveman can 'learn' languages, but only rudimentary concepts are understood. In any case they cannot verbalize normal languages of other men or humanoids.

Special Abilities: Cavemen are very attuned to their surroundings, and like elves, are seldom surprised, reducing the die roll range for surprise by 1 point. Therefore in normal situations, a Caveman is surprised only on a roll of 1 on d6.

Thief Ability Adjustments: Caveman Thieves have a +20% bonus to Climb and +10% when Hiding or Moving Silently. They suffer -10% penalties with Open Locks or Find/Remove Traps. Cavemen with Tracking skills have a +10% bonus.

Saving Throws: Cavemen gain no special bonuses to their saving throw rolls.

Initial Levels: Cavemen begin play at negative 1500 experience points with 1d8 for hit points and an attack bonus of +1. While in this immature state they can only utilize leather armor and make saves as 1st level fighters. Upon achieving zero experience points, they must choose their career path (class) as a first level character and begin to abide by various class based restrictions. They roll using their new class-based hit die but retain previous hit points and attack bonuses (+1 bonus is added to attack bonus). When subjected to spells or effects where level or hit dice is a consideration, add one to their effective level.

Thus, a Caveman with his first class level has 1d8 hit points and +1 Attack Bonus in addition to that granted by his chosen class. He is equivalent to a 2nd level character.

Centaur

Description: Centaurs appear to be half man, half horse, having the torso, arms and head of a man in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a man on horseback, with the same bonuses. Centaurs are generally haughty and aloof, but very honorable. Most would rather die than allow humans, demi-humans, or humanoids to ride on their backs.

Restrictions: Centaurs may become Fighters, Clerics, or rarely Magic-users. Centaurs prefer professions associated with nature or the outdoors, and when permitted by the Game Master, Centaurs may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. A Centaur character must have minimum Strength and Constitution score of 11 (which represents the human portion of their physique), and Wisdom score of 9. A Centaur's Dexterity and Charisma is limited to a maximum of 16. A Centaur may not wear standard armor, except that which is custom built, costing three or more times normal purchase price. Likewise, normal footwear is unusable. A Centaur in combat is treated as Large (for instance against Halflings) and they have to deal with a Turning Radius of 10 feet (most races have only 5 feet).

Special Abilities: Due to their great mass, properly classed Centaurs roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Centaur are never truly unarmed, as they can attack with their 2 front hooves for 1d6 damage each in addition to a weapon

strike. Centaurs often charge into battle (+2 to hit with double damage, following all normal charging rules) and when using a spear or lance are treated like a mounted person. A Centaur must forgo all their attacks in order to cast spells. Centaurs get an additional +1 bonus on feats of strength such as opening doors due to their great size.

A Centaur's base movement rate is 60' when lightly encumbered and 40' under heavier loads. A light load for a centaur is up to 250 pounds; a heavy load, up to 500 pounds, but Centaurs are not accustomed to load bearing like similarly sized true horses.

Thief Ability Adjustments: There are no roguish Centaurs, but if using non-standard class options they may have one or more typical thief abilities. They have a -20% penalty to Pick Pockets, Move Silently, and Hide. Climbing sheer walls is effectively impossible without block and tackle equipment, but when it comes to narrow ledges, steep inclines, or other 'near climbing' situations the penalty is -40%.

Saving Throws: Centaurs gain no special bonuses to their saving throw roll. However, because of their racial hit dice they have a +1 bonus to all saves.

Initial Levels: Centaurs begin play at negative 4500 experience points with 1d8 for hit points and an attack bonus of +1, but they do not have any hoof attack. When they reach negative 3000 experience points they get another 1d8 hit points, another +1 attack bonus, and may make one hoof strike per round (in addition to weapon). When they reach -1500 experience points they get a third 1d8 in hit points, and their racial save bonus of +1, but they do not get another attack bonus at this time. While in this immature state, they may not wear armor, and roll saves as 1st level Fighters (note the previously mentioned bonus). Upon achieving zero experience points, they must choose their career path (class) as a first level character and begin to abide by various class based restrictions. At this point they have full attack routines (2 hooves plus weapon). When subjected to spells or effects where level or hit dice is a consideration, add three to their effective level.

Thus, a Centaur with his first class level has 3d8 hit points and +2 Attack Bonus in addition to that granted by his chosen class. He is equivalent to a 4th level character.

Gnoll

Description: Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. An adult male gnoll is about 7½ feet tall and weighs 300 pounds. Gnolls are nocturnal carnivores, preferring intelligent creatures for food

because they scream more. Gnoll Fighters are the most common, but they show little discipline when fighting unless they have a strong leader. Gnoll Clerics are called Shamans and often prefer to utilize reversed (evil) versions of spells. Likewise, Gnoll Magic-Users are generally called warlocks or witches (often preferring the Grave Master subclass when allowed by the Game Master). Rarely one may come across a Gnoll Cleric/Magic-User called a Witch-Doctor.

Restrictions: Gnolls may become Fighters, Clerics, or occasionally Magic-users. When permitted by the Game Master, certain optional subclasses are especially appropriate for Gnolls. Likewise, a Game Master may exclude certain class choices as inappropriate. A Gnoll character must have a minimum Strength score of 13 and Constitution score of 11. Gnolls are savage, brutish, and cruel, and are limited to scores of 15 in both Intelligence and Charisma.

Special Abilities: In their role as scavengers, Gnolls are especially attuned to scent. Gnolls are able to identify individuals by their scent alone. This powerful olfactory sense allows the Gnoll to determine the presence of concealed or invisible creatures, and any penalties associated with combating such foes is halved. For instance, a Gnoll suffers only a -2 penalty when attacking an invisible pixie. Like most dark dwelling races, Gnolls have Darkvision out to 60 feet.

Thief Ability Adjustments: Gnolls do not become standard Thieves, but if using non-standard class options they may have one or more typical thief abilities. They have a bonus of +10% on Hear Noise attempts. Gnolls with Tracking ability have a +10% bonus on that skill.

Saving Throws: As scavengers and carrion eaters, Gnolls are especially hearty against many deadly effects. They have a Saving Throw bonus of +4 against Death Ray, Poison, Paralysis or Petrification.

Initial Levels: Gnolls begin play at negative 1500 experience points with 1d8 for hit points and an attack bonus of +1. While in this immature state they can only utilize leather armor and make saves as 1st level fighters. Upon achieving zero experience points, they must choose their career path (class) as a first level character and begin to abide by various class based restrictions. They roll using their new class-based hit die but retain previous hit points and attack bonuses (+1 bonus is added to attack bonus). When subjected to spells or effects where level or hit dice is a consideration, add one to their effective level.

Thus, a Gnoll with his first class level has 1d8 hit points and +1 Attack Bonus in addition to that granted by his chosen class. He is equivalent to a 2nd level character.

Goblin

Description: Goblins are small, wicked humanoids that favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. An adult goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Its eyes are usually bright and crafty-looking, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.

Restrictions: Goblins may become any of the standard classes. Goblin Clerics are called Shamans, and on occasion one may encounter a Goblin Witch-Doctor which is simply a Cleric/Magic-User combination class. When permitted by the Game Master, Goblins may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. A Goblin character must have minimum Dexterity score of 9. Goblins do not have great fortitude, and they are limited to maximum scores of 16 in Strength and Constitution. In addition to the Constitution limitation, Goblins must subtract one point from every hit die roll, down to a minimum of 1 hit point per die. Goblins may not use Large weapons, and must wield Medium weapons with both hands. Likewise Goblins must utilize smaller sized armor.

Special Abilities: Like Halflings, Goblins gain a +2 bonus to their Armor Class when attacked in melee by creatures larger than man-sized. Crafty and mechanically inclined, Goblins notice secret doors as well as an Elf (1-2 on 1d6 rather than the usual 1 on 1d6). Likewise, Goblins are so observant that he or she has a 1 on 1d6 chance to find a secret door with just a cursory look. Like Dwarves, Goblins are able to detect slanting passages, traps, shifting walls and new construction on a roll of 1-2 on 1d6; a search must be performed before this roll may be made. Like most dark dwelling races, Goblins have Darkvision out to 60 feet.

Thief Ability Adjustments: Goblin Thieves have a +10% bonus to Open Locks and Finding/Removing Traps.

Saving Throws: Goblins gain no special bonuses to their saving throw rolls.

Hobgoblin

Description: Hobgoblins are larger cousins of goblins, being about the same size as humans. Their hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown,

while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.

Hobgoblins are cruel and calculating warriors, always looking to exploit those weaker than themselves. They have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first in preference over other opponents.

Restrictions: Hobgoblins may become any of the standard character classes. Hobgoblin Clerics are called Shamans, and on occasion one may encounter a Hobgoblin Witch-Doctor which is simply a Cleric/Magic-User combination class. When permitted by the Game Master, Hobgoblins may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. A Hobgoblin character must have minimum Strength and Charisma score of 9.

Special Abilities: Militaristic and always on alert, Hobgoblins are seldom surprised. Like elves, they are surprised only on a roll of 1 on d6 (one point better). Even against well planned ambushes, surprise is only achieved against a Hobgoblin on a roll of 1-3 on d6. Hobgoblin deities reinforce this militaristic outlook, and their Clerics often have access to one or more weapons outside of the normal clerical choices such as a sword or spear.

While not as mechanically minded as normal Goblins, Hobgoblins are very alert, noticing secret doors as well as an Elf (1-2 on 1d6 rather than the usual 1 on 1d6). Likewise, Hobgoblins are so observant that he or she has a 1 on 1d6 chance to find a secret door with just a cursory look.. Like most dark dwelling races, Hobgoblins have Darkvision out to 60 feet.

Thief Ability Adjustments: Given their 'always alert' status, roguish Hobgoblins have a +5% bonus to Listen and Finding/Removing Traps.

Saving Throws: Hobgoblins gain no special bonuses to their saving throw rolls.

Kobold

Description: Kobolds are small, dog-faced reptilian humanoids. A Kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds. Kobolds tend to perceive larger races as enemies, and are naturally distrustful when encountered. Regardless, Kobolds are cunning foes. They tend to

prefer ranged combat, closing only when they can see that their foes have been weakened. Whenever they can, Kobolds set up ambushes near trapped areas.

Restrictions: Kobolds may become any of the standard character classes. When permitted by the Game Master, Kobolds may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. Kobolds must have a minimum Dexterity score of 11, and they are limited to a maximum score of 15 in Strength. Also size related, Kobolds roll hit dice one size smaller than normal; a d8 would become a d6, a d6 to d4, and a d4 would instead be d3 (d6, 1-2=1, 3-4=2, 5-6=3). Kobolds may not use Large weapons, and must wield Medium weapons with both hands. Likewise Kobolds must utilize smaller sized armor.

The tunneling Kobolds dwell almost entirely within dark environs, and they suffer a -1 penalty to attack rolls in bright sunlight or within the radius of light spells.

Special Abilities: Like Halflings, Kobolds gain a +2 bonus to their Armor Class when attacked in melee by creatures larger than man-sized. Another similarity to Halflings, Kobolds also have a +1 attack bonus when using ranged weapons.

Kobolds are masters of trap-works and are otherwise very mechanically inclined. They notice secret doors as well as an Elf (1-2 on 1d6 rather than the usual 1 on 1d6). Likewise, Kobolds are so observant that he or she has a 1 on 1d6 chance to find a secret door with just a cursory look. Kobolds are masterful miners, and like Dwarves, Kobolds are able to detect slanting passages, traps, shifting walls and new construction on a roll of 1-2 on 1d6; a search must be performed before this roll may be made. Kobolds have superior Darkvision out to 90 feet.

Thief Ability Adjustments: Kobolds are considered to be masters at trap-works, roguish Kobolds have a +15% bonus to Finding/Removing Traps. In addition, they have +5% bonuses to Open Locks, Move Silently, and Hiding.

Saving Throws: Kobolds save at +4 against poison effects, a result of extensive exposure to various poisons in their environment while growing up.

Lizard Man

Description: A Lizard Man is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. Adult males can weigh from 200 to 250 pounds and are always very strong. Lizard men

are largely indifferent to other races, being primarily interested in their own survival. If aroused, however, they are fearsome warriors, using simple but sound tactics.

Restrictions: A Lizard Man may become a Fighter or Cleric. Lizard Men generally prefer professions associated with nature or survival. When permitted by the Game Master, Lizard Men may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. A Lizard Man character must have minimum Strength score of 13. Lizard Men have trouble relating to most other races and they are limited to a maximum of 15 in Charisma.

Special Abilities: Lizard men are excellent swimmers and can hold their breath for an extended period of time (up to a full turn). They cannot swim while wearing armor; however, they often hide in the water even while armored, standing on the bottom with just nose and eyes exposed (similar to a crocodile). When they are able to employ this maneuver, lizard men surprise on 1-4 on 1d6. A Lizard Man's scaly hide provides it with a +1 bonus to Armor Class, but otherwise, only specially made armors can be worn (often costing 3 or more times normal).

A Lizard Man may bite for 1d4 damage, but he must forgo any weapon attacks. Once a successful bit attack occurs, the Lizard Man may hold on causing 1 point of damage each round (requiring the opponent to make a Strength check to break the hold). This is often done in or near water in order to drown a victim.

Thief Ability Adjustments: Lizard Men do not become Thieves, but if non-standard class options are utilized, a Lizard Man has -10% penalty on Open Locks, Remove Traps or Picking Pockets.

Saving Throws: Lizard Men gain no special bonuses to their saving throw rolls.

Initial Levels: Lizard Men begin play at negative 1500 experience points with 1d8 for hit points and an attack bonus of +1. While in this immature state they can only utilize leather armor (if available) and make saves as 1st level fighters. Upon achieving zero experience points, they must choose their career path (class) as a first level character and begin to abide by various class based restrictions. They roll using their new class-based hit die but retain previous hit points and attack bonuses (+1 bonus is added to attack bonus). When subjected to spells or effects where level or hit dice is a consideration, add one to their effective level.

Thus, a Lizard Man with his first class level has 1d8 hit points and +1 Attack Bonus in addition to that granted by chosen class. He is equivalent to a 2nd level character.

Ogre

Description: Ogres appear as large, very ugly humans. Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres are brutish and aggressive, but inherently lazy.

Restrictions: An Ogre may become a Fighter or rarely a Cleric. Ogres usually lack the sophistication for other options, but certain optional subclasses might be allowed by the Game Master. Likewise, a Game Master may exclude certain class choices as inappropriate. A Ogre character must have minimum Strength score of 15 and Constitution score of 13. Ogres are generally deficient in their intellect and ability to interact with they are limited to scores of 13 for Intelligence and Charisma. Likewise, Ogres are not wise nor particularly dextrous, and they are limited to scores of 15 in both Wisdom and Dexterity. An Ogre in combat counts as a Large opponent (for instance against Halflings), and only specially made 'large' armors can be worn (often costing 3 or more times normal).

Special Abilities: Due to their great mass, properly classed Ogres roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Ogres are never truly unarmed, as they can attack with their fists for 1d8 subduing damage per hit. Ogre characters roll attacks normally with most weapons, applying their Strength bonus to damage. However, when properly equipped with tremendously oversized weapons (often crudely constructed) Ogres may forgo their normal damage bonus from strength and instead roll 2d6 for damage. Ogres get an additional +1 bonus on feats of strength such as opening doors due to their great size. Ogres have Darkvision out to 60 feet.

Thief Ability Adjustments: Ogres do not become Thieves, but if non-standard class options are utilized, an Ogre has -20% penalty on Open Locks, Remove Traps or Picking Pockets. Likewise, stealth is difficult; Ogres have a -10% penalty to Move Silently or Hide. However, they Climb readily getting a +10% bonus, assuming what they are climbing is stable with their weight.

Saving Throws: Ogres gain no special bonuses to their saving throw roll. However, because of their racial hit dice they have a +1 bonus to all saves.

Initial Levels: Ogres begin play at negative 4500 experience points with 1d8 for hit points and an attack bonus of +1, but their fist attack deal only 1d4 subduing damage. When they reach negative 3000 experience points they get another 1d8 hit points, another +1 attack bonus, and their fist attacks deal 1d6 damage. When they

reach -1500 experience points they get a third 1d8 in hit points, and their racial save bonus of +1, but they do not get another attack bonus at this time. While in this immature state, they may only wear leather armor (if available), and roll saves as 1st level fighters (note the previously mentioned bonus). Upon achieving zero experience points, they must choose their career path (class) as a first level character and begin to abide by various class based restrictions. At this point they have full attack potential. When subjected to spells or effects where level or hit dice is a consideration, add three to their effective level.

Thus, an Ogre with his first class level has 3d8 hit points and +2 Attack Bonus in addition to that granted by his chosen class. He is equivalent to a 4th level character.

Orc

Description: Orcs are grotesque humanoids bent on war and domination. They have lupine ears, reddish eyes, truncated, upturned noses, and black hair (but very little body hair). An adult male orc is a little over 6 feet tall and weighs about 210 pounds; females are slightly smaller. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. They utilize all manner of weapons and armor scavenged from battlefields. They speak their own rough and simple language, but many also speak some common or goblin.

Restrictions: Orcs may become Clerics, Fighters or Thieves. Orc Clerics are called Shamans. When permitted by the Game Master, Orcs may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain class choices. An Orc character must have minimum Strength and Constitution score of 9. Orcs are limited to maximum scores of 15 in Intelligence and Charisma.

Orcs prefer dark environs such as underground, deep ravines, or dark forested areas, and they suffer a -1 penalty to attack rolls in bright sunlight or within the radius of light spells.

Special Abilities:

Like most dark dwelling races, Orcs have Darkvision out to 60 feet, but they suffer penalties in bright light (see above).

Thief Ability Adjustments: Orc Thieves have a +10% bonus to Climb Walls and Listen.

Saving Throws: Orcs have a +2 bonus on saves versus Death Ray or Poison..

Troglodyte

Description: Troglodytes are very intelligent lizard-like humanoid creatures. They have large red eyes and spiny “combs” on their legs, head, and arms. They normally stand 5 to 6 feet tall. In general, Troglodytes are very hostile, attacking equal or weaker non-troglodyte groups on sight. They prefer to attack with surprise, depending on their color-changing ability for this.

Restrictions: A Troglodyte may become a Fighter, Cleric, or Thief. When permitted by the Game Master, Troglodytes may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. A Troglodyte character must have minimum Intelligence and Constitution scores of 11. Troglodyte mentality is often quite alien to most other races, and they are limited to maximum scores of 15 in Wisdom and Charisma.

Special Abilities: They can change color at will, and 50% of the time a group can blend into the environment well enough to surprise on a roll of 1-5 on 1d6. Furthermore, they gain a +2 attack bonus during any surprise round due to their excellent ambush skills. Note that a Troglodyte Thief will roll for hiding attempts only once, using either the Thief ability or the Troglodyte ability, whichever is better.

Troglodytes secrete an oily smelly substance that keeps their scaly skin supple. All mammals (including most character races) find the scent repulsive, and those within 10 feet of the Troglodyte must make a saving throw versus poison. Those failing the save suffer a -2 penalty to attack rolls while they remain within range of the Troglodyte. Getting out of range negates the penalty, but renewed exposure reinstates the penalty. The results of the original save last a full 24 hours, when a new save can be rolled.

A Troglodyte may attack with its two front claws doing 1d4 damage each, as well as a bite attack for 1d4 damage. Troglodytes may not mix their natural attacks with weapon strikes; it is always one type or the other. A Troglodyte's scaly hide provides it with a +1 bonus to Armor Class, but otherwise, only specially made armors can be worn (often costing 3 or more times normal).

Thief Ability Adjustments: Because of their natural abilities, Troglodyte Thieves have a +20% bonus to Hide attempts and +10% bonus when Moving Silently or Climbing. A Troglodyte's natural hiding ability may be superior to his Thief skill, especially at lower levels.

Saving Throws: Troglodytes gain no special bonuses to their saving throw rolls.

Initial Levels: Troglodytes begin play at negative 1500 experience points with 1d8 for hit points, an attack bonus of +1, and their natural attacks do only 1d3 points of damage. While in this immature state they can only utilize leather armor (if available) and make saves as 1st level fighters. Upon achieving zero experience points, they must choose their career path (class) as a first level character and begin to abide by various class based restrictions. They roll using their new class-based hit die but retain previous hit points and attack bonuses (+1 bonus is added to attack bonus). At this point, their natural attacks do full damage (1d4). When subjected to spells or effects where level or hit dice is a consideration, add one to their effective level.

Thus, a Troglodyte with his first class level has 1d8 hit points and +1 Attack Bonus in addition to that granted by chosen class. He is equivalent to a 2nd level character.

Part 3: CORRECTED MONSTER ENTRY

Troglodyte

Armor Class:	15
Hit Dice:	2
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4
Movement:	40'
No. Appearing:	1d8, Lair 5d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	A
XP:	75

Troglodytes are very intelligent lizardlike humanoid creatures. They have large red eyes and spiny “combs” on their legs, head, and arms. They normally stand 5 to 6 feet tall. They can change color at will, and 50% of the time a group can blend into the environment well enough to surprise on a roll of 1-5 on 1d6. Furthermore, they gain a +2 attack bonus during any surprise round due to their excellent ambush skills.

Troglodytes secrete a smelly oil that keeps their scaly skin supple. All mammals (including most character races) find the scent repulsive, and those within 10 feet of the Troglodyte must make a saving throw versus poison. Those failing the save suffer a -2 penalty to attack rolls while they remain within range of the Troglodyte. Getting out of range negates the penalty, but renewed exposure reinstates the penalty. The results of the original save last a full 24 hours, after which a new save must be rolled.

A BASIC FANTASY SUPPLEMENT

Troglodytes are very hostile, attacking equal or weaker non-troglodyte groups on sight. They prefer to attack with surprise, depending on their color-changing ability for this.

OLD MONSTERS AS NEW RACES

One out of every eight troglodytes will be a warrior of 4 Hit Dice (240 XP) that gains a +1 bonus to damage due to Strength. Troglodytes gain a +1 bonus to their morale if they are led by a warrior. In lairs of 24 or greater, there will be a troglodyte leader of 6 Hit Dice (500 XP) with an Armor Class of 17 and having a +2 bonus to damage due to Strength. In the lair, troglodytes never fail a morale check as long as the leader is alive.

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INTRODUCTION

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